

AMENDMENTS TO THE CLAIMS

Claim 1 (previously presented): A distributed entertainment system comprising:

at least one entertainment unit couplable to a wide area network (WAN), the WAN being couplable to a central resource having a central content storage module that stores entertainment content, and including a master list of entertainment content items available through the WAN; the at least one entertainment unit comprising, a user interface, comprising at least one graphical user interface (GUI); a local memory device that stores entertainment content; a local list of the entertainment content stored on the local memory device; a user input device; and

wherein a user, through the user input device and the user interface, may view the master list and the local list of entertainment content items, and request an item from the master list or the local list, wherein if the requested item is requested from the master list, the requested item is transferred to at least one of the at least one entertainment units, and performed locally in response to the user request.

Claim 2 (currently amended): The distributed entertainment system of claim 1, wherein the at least one entertainment unit comprises multiple entertainment units ~~are coupled to each other via a local area network (LAN), and wherein one of the multiple entertainment units is coupled to the WAN.~~

Claim 3 (currently amended): The distributed entertainment system of claim ~~2~~ 1, ~~wherein multiple entertainment units are coupled to each other via a local area network (LAN), and wherein~~ each of the multiple entertainment units is coupled to the WAN.

Claim 4 (currently amended): The distributed entertainment system of claim 1, ~~wherein the at least one entertainment unit further comprises~~ further comprising an infrared (IR)

receiver/transmitter for transferring data and commands from the at least one entertainment unit and for receiving data and commands in the at least one entertainment unit.

Claim 5 (currently amended): The distributed entertainment system of claim 1 ~~42~~, wherein the ~~plurality of~~ the at least one peripheral devices device comprises:

~~at least one user identification (ID) device selected from a group comprising,~~

~~a thumbprint recognition device; and~~

~~a facial recognition device;~~

~~a video unit comprising hardware and software for capturing and processing images; and~~

~~at least one payment device selected from a group comprising,~~

~~a coin acceptor;~~

~~a bill acceptor; and~~

~~a credit card/smart card reader.~~

Claim 6 (original): The distributed entertainment system of claim 1, wherein the at least one entertainment unit further comprises an audio unit comprising audio speakers and hardware and software for playing music.

Claim 7 (currently amended): The distributed entertainment system of claim 1, further comprising a central management resource ~~coupled~~ couplable to the at least one entertainment unit via the WAN, the central management resource comprising:

a management module that performs administrative functions;

a monitoring module that monitors system components and collects and stores data related to system usage; and

a content delivery module that controls delivery of entertainment content from the central content storage module to the at least one entertainment unit.

Claim 8 (previously presented): The distributed entertainment system of claim 7, wherein the central management resource further comprises:

master content management logic that manages entertainment content in the at least one entertainment unit;

a master activity log that stores data regarding activity of the at least one entertainment unit;
a master attract loop database that stores attract loops available to the at least one
entertainment unit, wherein each of the attract loops comprise electronic data that
may be displayed to show advertisements and activities that are available on the at
least one entertainment unit; and
a user database that stores information relating to previously established user accounts.

Claim 9 (original): The distributed entertainment system of claim 8, further comprising a content processing module comprising:
recorded media comprising music data recorded in an electronic format on a medium;
digital encoding hardware and software coupled to the recorded media that receives the
music data, and digitally encodes the music to produce digitally encoded music data;
an intermediate storage device coupled to the digital encoding hardware that receives and
stores the digitally encoded music data;
compression hardware and software coupled to the intermediate storage device, wherein the
compression hardware and software receives the digitally encoded music data, and
compresses the digitally encoded music data.

Claim 10 (original): The distributed entertainment system of claim 9, wherein the music data
includes music identifying information, music files, and album art.

Claim 11 (currently amended): A network entertainment unit comprising:
~~a local area network (LAN) interface through which the network entertainment unit may
communicate with similar network entertainment units in a venue;~~
~~a wide area network (WAN) interface through which the network entertainment unit may
communicate with a central management resource remote from the venue;~~
a user interface, comprising at least one graphical user interface (GUI);
a local memory device that stores entertainment content;
~~a local memory cache;~~

~~a peripheral interface; and~~

a user input device, wherein a user, through the user input device and the user interface, may view ~~views~~ a master list of entertainment content items stored remotely and transferrable via a ~~on the~~ WAN, and request ~~requests~~ an item from the master list, wherein the requested item is transferred and ~~to the local memory cache and immediately performed locally~~ in response to the request, ~~wherein it is not required that the selected item is among the entertainment content stored on the local memory device.~~

Claim 12 (original): The network entertainment unit of claim 11, further comprising an infrared (IR) receiver/transmitter for transferring data and commands from the entertainment unit and for receiving data and commands in the entertainment unit.

Claim 13 (currently amended): The network entertainment unit of claim 11, further comprising a ~~plurality of peripheral devices~~ at least one peripheral device coupled to the network entertainment unit, the ~~plurality of peripheral devices~~ at least one peripheral device comprising:

~~at least one user identification (ID) device selected from a group comprising,~~

~~a thumbprint recognition device; and~~

~~a facial recognition device;~~

~~a video unit comprising hardware and software for capturing and processing images; and~~

~~at least one payment device selected from a group comprising,~~

~~a coin acceptor;~~

~~a bill acceptor; and~~

~~a credit card/smart card reader.~~

Claim 14 (original): The network entertainment unit of claim 11, further comprising an audio unit comprising audio speakers and hardware and software for playing music.

Claim 15 (previously presented): The network entertainment unit of claim 11, wherein the at least one GUI comprises:

a music selection GUI through which the user may choose music from the master list to be played in the venue; and

a game selection GUI through which the user may choose games from the master list to be played in the venue.

Claim 16 (currently amended): A method for electronic entertainment, comprising:

at an entertainment unit in a venue, the entertainment unit couplable to a local area network (LAN) and coupled to a local area network (LAN) either to a LAN connected to different entertainment units in the venue and a wide area network (WAN) or to a WAN, receiving a request for an item of entertainment content from a user, wherein the request includes a selection from a list of entertainment content, the list including a master list of entertainment content stored in at least one location on a network and a list of local content stored on a memory device on the entertainment unit, the local content grouped according to a common characteristic, but where the selection requests entertainment content not stored on the entertainment unit;

~~supplying the requested entertainment content to the user from the memory device on the entertainment unit, or if the requested entertainment content is not available on the memory device of the entertainment unit;~~

where the entertainment is coupled to the LAN connected to different entertainment units in the venue, transmitting the request via the LAN to a different entertainment unit in the venue;

supplying the requested entertainment content to the user from a memory device on the different entertainment unit, or if the requested entertainment content is not available on the memory device of the different entertainment unit;

or where here the entertainment is not coupled to a LAN connected to different entertainment units in the venue,

transmitting the request via the WAN to a central management resource remote from the venue;
supplying the requested entertainment content to the user from a memory device on the central management resource, wherein the entertainment content comprises music and electronic games;
receiving the requested entertainment content at the entertainment unit in the venue;
~~storing the requested entertainment content in a local cache, the local cache being distinct from the memory device of the entertainment unit;~~ and
presenting the entertainment content to the user ~~immediately~~ upon successful delivery to the entertainment unit.

Claim 17 (original): The method of claim 16, further comprising:

at the entertainment unit in the venue, receiving an input indicating an identity of the user;
accessing a user account with the identity of the user; and
charging the user account for supplied entertainment content.

Claim 18 (original): The method of claim 17, further comprising:

receiving a request to purchase products available at the venue; and
charging the user account for any requested products that are supplied to the user.

Claim 19 (currently amended): The method of claim 16, further comprising:

at the entertainment unit, querying the user whether the user wishes to establish an identity;
receiving an input from the user indicating the identity of the user;
converting the input to a user identity;
receiving charge account information from the user; and
associating the user identity with the charge account information, wherein the input is
~~selected from a group comprising:~~
an alphanumeric identification;
a thumbprint; and

a facial image.

Claim 20 (original): The method of claim 16, further comprising receiving a request from the user to browse the World Wide Web (web) and in response, giving the user access to the web at the entertainment unit.

Claim 21 (original): The method of claim 16, further comprising maintaining an activity log that stores a record of activity on the entertainment unit, wherein the activity comprises requests and purchases by the user.

Claim 22 (original): The method of claim 16, further comprising:
displaying to the user a list of available music, including graphical images;
receiving an indication from the user that the user wishes to purchase selected music from the list; and
automatically accessing a web site that offers the selected music for sale.

Claim 23 (original): The method of claim 22, further comprising downloading the selected music from the entertainment unit to a mobile user device using a wireless communication method.

Claim 24 (cancelled)

Claim 25 (original): The distributed entertainment system of claim 7, wherein the central management resource further comprises:

a master music information database that stores a master list of music available to the at least one entertainment unit; and

a master game database that stores information about games available to the at least one entertainment unit, wherein the master list of music and the information about games are included in the master list of entertainment content items available through the WAN.

Claims 26-28 (cancelled)

Claim 29 (currently amended): A content distribution system for ~~electronic~~ distributing entertainment ~~devices~~ on a network, comprising:

- a central resource coupled to the network, the central resource including a central storage unit, wherein the central storage unit stores entertainment content and a master list of entertainment content available on the network;
- at least one electronic entertainment device coupled to the network, the at least one electronic entertainment device including a local storage unit, a local cache, and a user interface, wherein a user ~~views~~ may view a local list of entertainment content stored on the entertainment device with the user interface and may view the master list of entertainment content available on the network with the user interface and ~~selects~~ select entertainment content, and wherein in response to the selection, the at least one electronic entertainment device determines whether the selected entertainment content is stored in the local storage unit;
- if the selected entertainment content is stored in the local storage unit of the entertainment device, the selected entertainment content is performed on the electronic entertainment device from the local storage unit; and
- if the selected entertainment content is not stored in the local storage unit, the selected entertainment content is requested over the network, transferred to ~~the local cache on~~ the entertainment device, and performed in response to the user request on the electronic entertainment device ~~immediately~~ after being received.

Claim 30 (previously presented): The content distribution system of claim 29, wherein the entertainment content stored in the local storage unit is grouped by a common characteristic.

Claim 31 (cancelled)

Claim 32 (currently amended): The content distribution system of claim 29, wherein the network comprises at least one local area network (LAN) ~~and at least one wide area network (WAN)~~.

Claim 33 (currently amended): The content distribution system of claim 29, wherein the central resource further comprises master content management logic that manages distribution of entertainment content over the network, wherein distribution comprises:

initially storing all of the entertainment content on the master list on the central storage unit;
in response to a user request from an electronic entertainment unit for entertainment content, transferring the requested entertainment content to the electronic entertainment unit;
~~determining whether a local storage unit of the electronic entertainment unit is full; and~~
~~if the local storage unit of the electronic entertainment unit is full, notifying the central resource.~~

Claim 34 (original): The content distribution system of claim 29, wherein the at least one electronic entertainment unit includes an activity log that stores information regarding entertainment content usage and fee payment.

Claim 35 (currently amended): A distributed entertainment system comprising:

a central resource coupled to a wide area network (WAN), wherein the central resource includes a central content storage module that stores entertainment content, including a master list of entertainment content items available through the WAN, wherein the entertainment content comprises at least one content selected from the group consisting of music, games, television content, art;
at least one entertainment unit coupled to the WAN, the at least one entertainment unit comprising,
a user interface, comprising at least one graphical user interface (GUI);
a local memory device that stores two or more sets of entertainment content grouped according to a common characteristic;
a local list of the entertainment content stored on the local memory device;
~~a local cache capable of storing entertainment content requested from the master list;~~
a peripheral interface; and
a user input device; and

at least one peripheral device ~~a plurality of peripheral devices~~ coupled to the at least one entertainment unit via the peripheral interface, wherein a user, through the user input device and the user interface, may view ~~views~~ the master list and the local list of entertainment content items, and request ~~requests~~ an item from the master list or the local list, wherein if the requested item is requested from the master list, ~~the requested item is stored on the WAN~~, the requested item is transferred to the at least one entertainment unit ~~to the local cache~~, and ~~immediately~~ performed locally in response to the request.

Claim 36 (currently amended): A distributed entertainment system comprising:

a central resource coupled to a wide area network (WAN), wherein the central resource includes a central content storage module that stores entertainment content, including a master list of entertainment content items available through the WAN;

at least one entertainment unit coupled to the WAN, the at least one entertainment unit comprising,

a user interface, comprising at least one graphical user interface (GUI), wherein the user interface allows a user to order at least one of food, beverages, or ~~any~~ other product or service provided by a venue, to conduct e-commerce transactions, to browse the internet, to view movies, to view television content, and to access games selection GUI;

a local memory device that stores two or more sets of entertainment content grouped according to a common characteristic;

a local list of the entertainment content stored on the local memory device;

~~a local cache capable of storing entertainment content requested from the master list;~~

a peripheral interface; and

a user input device; and

~~at least one peripheral device~~ ~~a plurality of peripheral devices~~ coupled to the at least one entertainment unit via the peripheral interface, wherein the user, through the user input device and the user interface, may view ~~views~~ the master list and may view the local list of entertainment content items, and request ~~requests~~ an item from the master list or the local list, wherein if the requested item is requested from the master list the requested item is stored on the WAN, the requested item is transferred to at least one entertainment unit ~~the local cache~~, and ~~immediately~~ performed locally in response to the request.

Claim 37 (currently amended): A distributed entertainment system comprising:

a central resource coupled to a wide area network (WAN), wherein the central resource includes a central content storage module that stores entertainment content, including a master list of entertainment content items available through the WAN;

at least one entertainment unit coupled to the WAN, the at least one entertainment unit comprising,

a user interface, comprising at least one graphical user interface (GUI), wherein the user interface allows a user to purchase music and download the purchased music to a portable storage and play device;

a local memory device that stores two or more sets of entertainment content grouped according to a common characteristic;

a local list of the entertainment content stored on the local memory device;

~~a local cache capable of storing entertainment content requested from the master list;~~

a peripheral interface; and

a user input device; and

~~at least one peripheral device~~ ~~a plurality of peripheral devices~~ coupled to the at least one entertainment unit via the peripheral interface, wherein the user, through the user input device and the user interface, may view ~~views~~ the master list and may view the local list of entertainment content items, and request ~~requests~~ an item from the master list or the local list, wherein if the requested item is requested from the master list the requested item is ~~stored on~~ transferred over the WAN, ~~the requested item is~~

~~transferred to the at least one entertainment unit~~ local-cache, and ~~immediately~~ performed locally in response to the request.

Claim 38 (currently amended): A distributed entertainment system comprising:

a central resource coupled to a wide area network (WAN), wherein the central resource includes a central content storage module that stores entertainment content, including a master list of entertainment content items available through the WAN;

a plurality of entertainment units coupled to the WAN, each of the plurality of entertainment units comprising,

a user interface, comprising at least one graphical user interface (GUI);

a local memory device that stores two or more sets of entertainment content grouped according to a common characteristic;

a local list of the entertainment content stored on the local memory device, wherein the local list comprises entertainment content items from more than one entertainment unit in the local venue;

~~a local-cache capable of storing entertainment content requested from the master list;~~

a peripheral interface; and

a user input device; and

at least one peripheral device ~~a plurality of peripheral devices~~ coupled to the plurality of entertainment units ~~unit~~ via the peripheral interface, wherein a user, through the user input device and the user interface, may view ~~views~~ the master list and may view the local list of entertainment content items, and request ~~requests~~ an item from the master list or the local list, wherein if the requested item is requested from the master list the requested item is transferred via ~~stored on~~ the WAN, ~~the requested item is transferred to an entertainment unit~~ the local-cache, and ~~immediately~~ performed locally in response to the request, ~~wherein the local list comprises entertainment content items from more than one entertainment units in the local venue.~~

Claim 39 (new): The distributed entertainment system of claim 1 further comprising the central resource and wherein the central resource is coupled to the WAN.

Claim 40 (new): The distributed entertainment system of claim 39 further comprising the WAN.

Claim 41 (new): The distributed entertainment system of claim 1 wherein the local memory device stores two or more sets of entertainment content grouped according to a common characteristic.

Claim 42 (new): The distributed entertainment system of claim 39 further comprising at least one peripheral interface and the at least one peripheral device is coupled to the at least one entertainment unit via the at least one peripheral interface.

Claim 43 (new): The distributed entertainment system of claim 42 wherein the at least one peripheral device comprises a plurality of peripheral devices.

Claim 44 (new): The distributed entertainment system of claim 1 further comprising a local cache capable of storing entertainment content requested from the master list.

Claim 45 (new): The distributed entertainment system of claim 44 wherein the item of entertainment content requested from the master list is stored in the local cache and performed locally in response to the user request upon receipt from the master list.

Claim 46 (new): The distributed entertainment system of claim 1 wherein the item of entertainment content requested from the master list is performed locally in response to the user request upon receipt from the master list.

Claim 47 (new): The distributed entertainment system of claim 1 wherein the item of entertainment content requested from the master list is performed locally in response to the user request immediately upon receipt from the master list.

Claim 48 (new): The distributed entertainment system of claim 1, wherein each at least one entertainment unit is couplable to a local area network (LAN).

Claim 49 (new): The distributed entertainment system of claim 2 wherein at least one of the multiple entertainment units is coupled to the WAN.

Claim 50 (new): The distributed entertainment system of claim 2 wherein one of the multiple entertainment units is coupled to the WAN.

Claim 51 (new): The distributed entertainment system of claim 5 wherein the at least one peripheral device further comprises at least one user identification (ID) device selected from a thumbprint recognition device; and a facial recognition device.

Claim 52 (new): The distributed entertainment system of claim 5 wherein the at least one peripheral device further comprises a video unit comprising hardware and software for capturing and processing images.

Claim 53 (new): The distributed entertainment system of claim 7 wherein the central management resource is coupled to the at least one entertainment unit via the WAN.

Claim 54 (new): The network entertainment unit of claim 11, further comprising:
a local area network (LAN) interface through which the network entertainment unit may communicate with similar network entertainment units in a venue; and
a WAN interface through which the network entertainment unit may communicate with a central management resource remote from the venue.

Claim 55 (new): The network entertainment unit of claim 11 further comprising a local cache capable of storing entertainment content requested from the master list.

Claim 56 (new): The network entertainment unit of claim 11 wherein the item of entertainment content requested from the master list is stored in the local cache and performed locally in response to the user request upon receipt from the master list.

Claim 57 (new): The network entertainment unit of claim 11 wherein the item of entertainment content requested from the master list is performed locally in response to the user request upon receipt from the master list.

Claim 58 (new): The network entertainment unit of claim 11 wherein the item of entertainment content requested from the master list is performed locally in response to the user request immediately upon receipt from the master list.

Claim 59 (new): The network entertainment unit of claim 11 wherein the at least one peripheral device further comprises at least one user identification (ID) device selected from a thumbprint recognition device and a facial recognition device.

Claim 60 (new): The network entertainment unit of claim 11 wherein the at least one peripheral device further comprises a video unit comprising hardware and software for capturing and processing images.

Claim 61 (new): The method of claim 16 further comprising the step of storing the requested entertainment content in a local cache, the local cache being distinct from the memory device of the entertainment unit, prior to presenting the entertainment content to the user.

Claim 62 (new): The content distribution system of claim 29 further comprising a local cache capable of storing entertainment content requested from the master list.

Claim 63 (new): The content distribution system of claim 62 wherein the item of entertainment content requested from the master list is stored in the local cache and performed locally in response to the user request upon receipt from the master list.

Claim 64 (new): The content distribution system of claim 29 wherein the item of entertainment content requested from the master list is performed locally in response to the user request upon receipt from the master list.

Claim 65 (new): The content distribution system of claim 29 wherein the item of entertainment content requested from the master list is performed locally in response to the user request immediately upon receipt from the master list.

Claim 66 (new): The content distribution system of claim 32, wherein the network further comprises at least one wide area network (WAN).

Claim 67 (new): The content distribution system of claim 33 wherein the distribution further comprises:

determining whether a local storage unit of the electronic entertainment unit is full; and, if the local storage unit of the electronic entertainment unit is full, notifying the central resource.

Claim 68 (new): The content distribution system of claim 35 further comprising a local cache capable of storing entertainment content requested from the master list.

Claim 69 (new): The content distribution system of claim 68 wherein the item of entertainment content requested from the master list is stored in the local cache and performed locally in response to the user request upon receipt from the master list.

Claim 70 (new): The content distribution system of claim 35 wherein the item of entertainment content requested from the master list is performed locally in response to the user request upon receipt from the master list.

Claim 71 (new): The content distribution system of claim 35 wherein the item of entertainment content requested from the master list is performed locally in response to the user request immediately upon receipt from the master list.

Claim 72 (new): The distributed entertainment system of claim 35 wherein the at least one peripheral device comprises a plurality of peripheral devices.

Claim 73 (new): The distributed entertainment system of claim 36 wherein the at least one peripheral device comprises a plurality of peripheral devices.

Claim 74 (new): The distributed entertainment system of claim 36 further comprising a local cache capable of storing entertainment content requested from the master list.

Claim 75 (new): The distributed entertainment system of claim 74 wherein the item of entertainment content requested from the master list is stored in the local cache and performed locally in response to the user request upon receipt from the master list.

Claim 76 (new): The distributed entertainment system of claim 36 wherein the item of entertainment content requested from the master list is performed locally in response to the user request upon receipt from the master list.

Claim 77 (new): The distributed entertainment system of claim 36 wherein the item of entertainment content requested from the master list is performed locally in response to the user request immediately upon receipt from the master list.

Claim 78 (new): The distributed entertainment system of claim 37 further comprising a local cache capable of storing entertainment content requested from the master list.

Claim 79 (new): The distributed entertainment system of claim 78 wherein the item of entertainment content requested from the master list is stored in the local cache and performed locally in response to the user request upon receipt from the master list.

Claim 80 (new): The distributed entertainment system of claim 37 wherein the item of entertainment content requested from the master list is performed locally in response to the user request upon receipt from the master list.

Claim 81 (new): The distributed entertainment system of claim 37 wherein the item of entertainment content requested from the master list is performed locally in response to the user request immediately upon receipt from the master list.

Claim 82 (new): The distributed entertainment system of claim 38 further comprising a local cache capable of storing entertainment content requested from the master list.

Claim 83 (new): The distributed entertainment system of claim 82 wherein the item of entertainment content requested from the master list is stored in the local cache and performed locally in response to the user request upon receipt from the master list.

Claim 84 (new): The distributed entertainment system of claim 38 wherein the item of entertainment content requested from the master list is performed locally in response to the user request upon receipt from the master list.

Claim 85 (new): The distributed entertainment system of claim 38 wherein the item of entertainment content requested from the master list is performed locally in response to the user request immediately upon receipt from the master list.

Claim 86 (new): The distributed entertainment system of claim 38 wherein the at least one peripheral device comprises a plurality of peripheral devices.